

Nevo Y. F. Mantel

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Summary

An inquisitive programmer who is persistent in investigating and learning effective ways to improve. Created, tutored and collaborated in the creation, design, and development of games. Highly creative, self-learner who thrives in a team-oriented environment.

Projects

Sacrificial Platforms – iOS / Android

2017 - Present

Lead Programmer - [UnityMobile, C#, Photoshop]

- Created a unique game mechanic giving the player control over various vessels to solve the puzzle.
- Polished the vessel's movement making the game more challenging.
- Designed the artistic look of the game choosing the color scheme and the minimalistic art-style.
- Developed an additive level system, in which the player unlocks new worlds as previous worlds are beaten.

Lucid – Windows / Mac

2016 - 2017

Lead Programmer - [Unity3D, C#]

- Developed 6 enemies each containing unique movement logic and abilities bringing a dynamic feel to the in-game combat.
- Generated an indicator system for projectiles and enemies helping the player get situated on the map and find his path to battle.
- Integrated sound effects, animations, and particle systems for enemies, abilities and player interactions in the game.
- Created 6 particle effects for the enemy abilities improving player feedback in the game's combat aspect.

Robot Maze Learner

Programmer & Assembler – [Arduino, C]

- Assembled the mBot implementing a distance sensor, two-line sensors, a segment display, a compass and two motors.
- Created an algorithm that oriented the mBot how to move around the line maze based on the two-line sensors.
- Merged the algorithmic logic with a refined Neural Network, in which the mBot learned the Outputs (reactions) to different Inputs (two-line sensors).
- Programmed the mBot to beat the maze after it's learning session through the Neural Net.

Karman Cruisers – Windows / Mac

2016 - 2017

Lead Programmer - [Unity3D, C#, Photoshop]

- Built a 4 player turn-based logic algorithm that utilized golf's turn-based logic, using Unity's PlayerPrefs class.
- Developed the GUI of the game creating fully interactive menus and an in-game animated HUD.
- Programmed the player's HUD creating code-based animations, while also using Unity's animation system.
- Designed the physics' interaction of the game, combining Unity's physics engine and a launching algorithm that uses forces, angles and direction.

Spectre – Windows / Mac / Console

2015 - 2016

Lead Programmer - [Unity3D, C#, Photoshop]

- Formulated the game's core mechanics coding player movement, player combat, gun swapping (4 guns), and bullet interaction.
 - Developed the light system, by implementing hundreds of ambient, point and spotlights into objects stimulating the light-based shooter genre of the game.
 - Generated a Co-op survival game system, coding 3 different levels, 2 end states, split-screen and 5 power-ups for replay ability.
 - Refined the AI system, GUI, and sound integration.
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Education

B.A. Game Design and Development
B.S. Computer Science
3.5 GPA

Quinnipiac University, May 2017
Quinnipiac University, May 2017

Languages

English: Expert | Portuguese: Expert | Hebrew: Advanced | Spanish: Intermediate

Technical Languages

C#: Expert | Java: Advanced | JavaScript: Intermediate | C: Advanced | Python: Basic
Unity Mobile: Advanced | Unity 2D: Expert | Unity 3D: Expert
Photoshop: Intermediate | GIMP: Expert